a memory configured to store a process executable by the processor, the process when executed operable to:

host a game session over the communication network, the game session includes a plurality of media streams that show one or more views of live game play for the game session;

assign a spectator value to each media stream;

update one or more spectator values based on user inputs received during the game session;

select, for one or more time periods of the game session, one media stream to broadcast based on the spectator value assigned to the one media stream for the one or more time periods; and

broadcast the one media stream over the communication network.

12. The multi-user system of claim **11**, wherein the one media stream selected to broadcast for the one or more time periods is a selected media stream, wherein the process, when executed, is further operable to:

integrate the selected media stream for each of the one or more time periods of the game session into a spectator channel, and

wherein the process, when executed to broadcast the selected media stream is further operable to broadcast the spectator channel.

13. The multi-user system of claim **11**, wherein the network interface includes a voting interface, wherein the process, when executed, is further operable to:

receive user votes by the voting interface.

14. The multi-user system of claim **11**, wherein the process, when executed, is further operable to:

monitor a change in the spectator value for each media stream for the one or more time periods of the game session, and

wherein the process, when executed to select the one media stream, is further operable to select the one media stream to broadcast based on the change in the spectator value for the one or more time periods.

15. The multi-user system of claim **11**, wherein the process, when executed, is further operable to:

compare the spectator value to a threshold value, and

wherein the process, when executed to select the one media stream, is further operable to select the one media stream to broadcast when the spectator value assigned to the one media stream meets or exceeds the threshold value.

16. The multi-user system of claim **14**, wherein the process, when executed to select the one media stream, is further operable to select a default media stream to broadcast when the spectator value assigned to the one media stream is less than the threshold value.

17. The multi-user system of claim **11**, wherein the process, when executed, is further operable to:

broadcast a notification over the network that indicates a change to the one media stream selected to broadcast.

18. A tangible, non-transitory, computer-readable media having software encoded thereon, the software, when executed by a processor, is operable to:

host a game session over a communication network, the game session includes a plurality of media streams that show one or more views of live game play for the game session;

assign a spectator value to each media stream;

update one or more spectator values based on user inputs received during the game session;

select, for one or more time periods of the game session, one media stream to broadcast based on the spectator value assigned to the one media stream for the one or more time periods; and

broadcast the one media stream over the communication network.

19. The tangible, non-transitory, computer-readable media of claim **18**, wherein the one media stream selected to broadcast for the one or more time periods is a selected media stream, wherein the software, when executed by the processor, is further operable to:

integrate the selected media stream for each of the one or more time periods of the game session into a spectator channel, and

wherein the software, when executed by the processor to broadcast the selected media stream is further operable to broadcast the spectator channel over the network.

20. The tangible, non-transitory, computer-readable media of claim **18**, wherein the software, when executed by the processor, is further operable to:

monitor a change in the spectator value for each media stream for the one or more time periods of the game session, and

wherein the software, when executed by the processor to select the one media stream to broadcast is further operable to select the one media stream to broadcast based on the change in the spectator value for the one or more time periods.

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